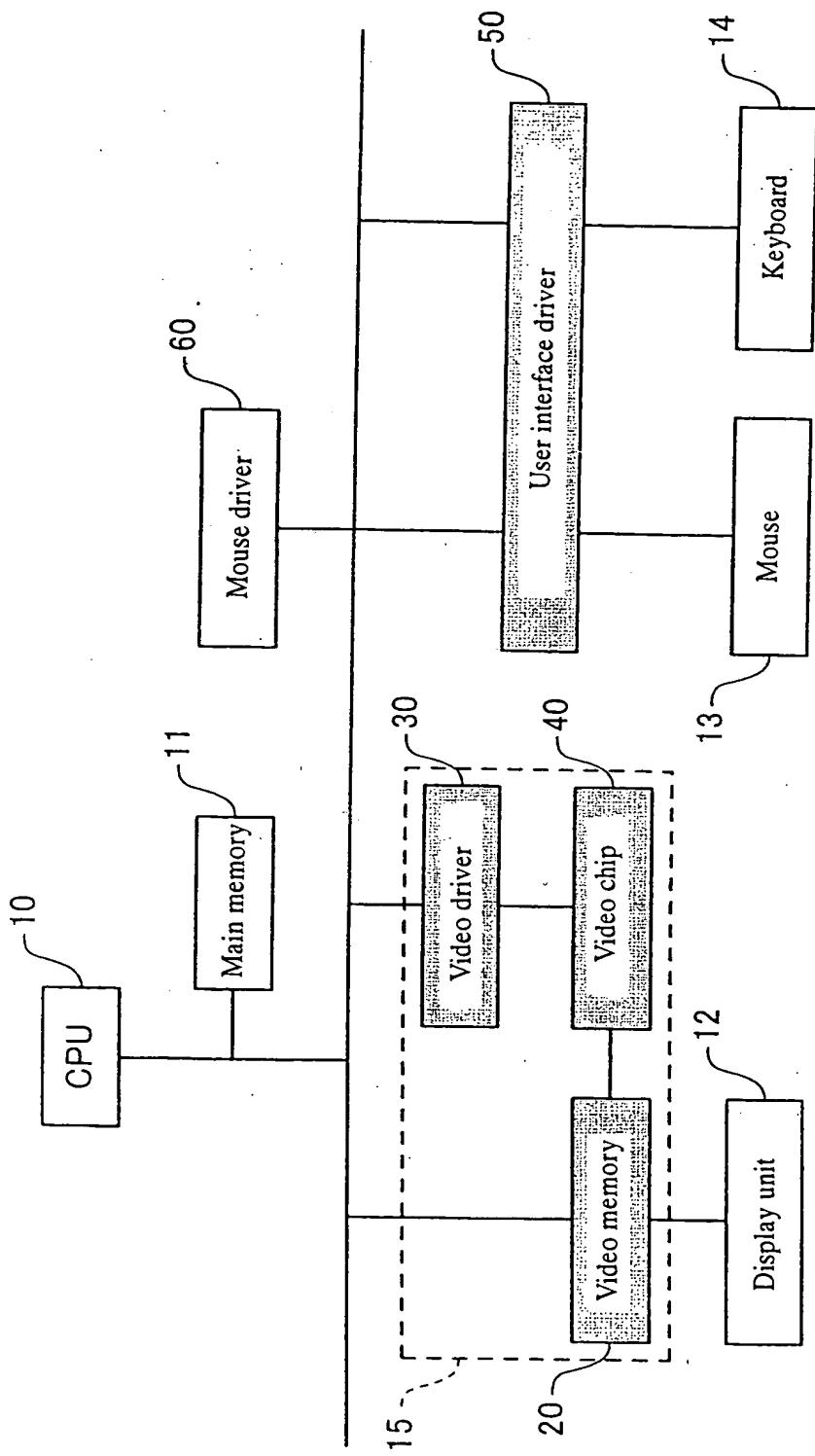


[Figure 1]

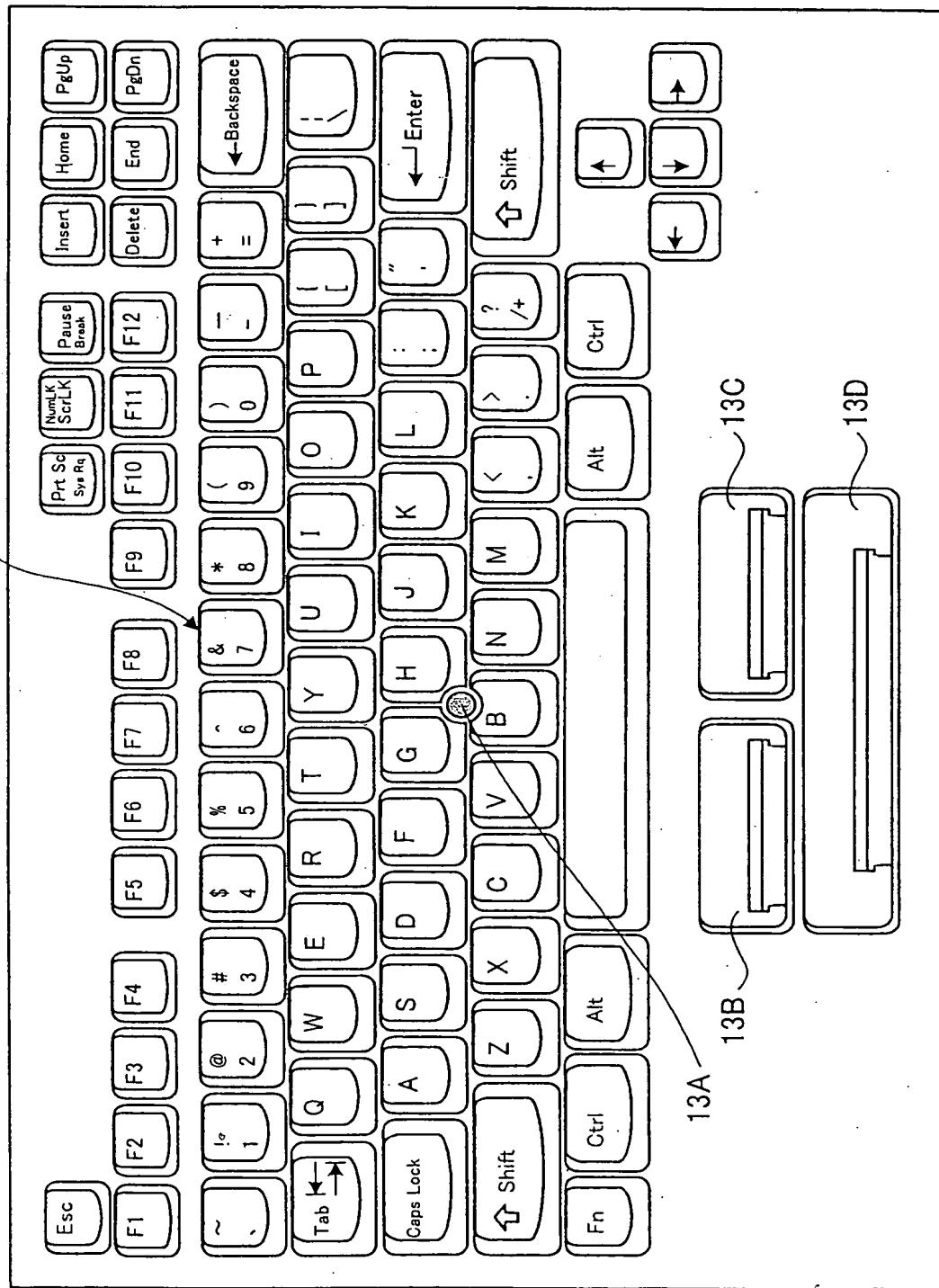
(1/11)



[Figure 2]

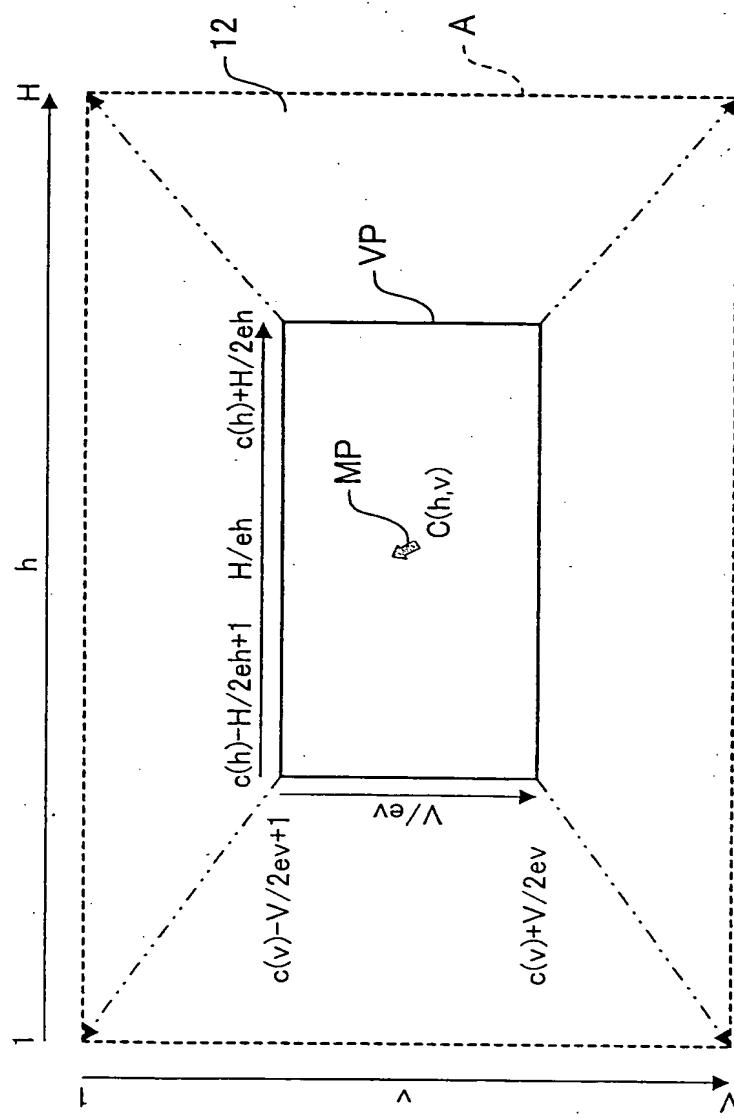
(2/11)

14



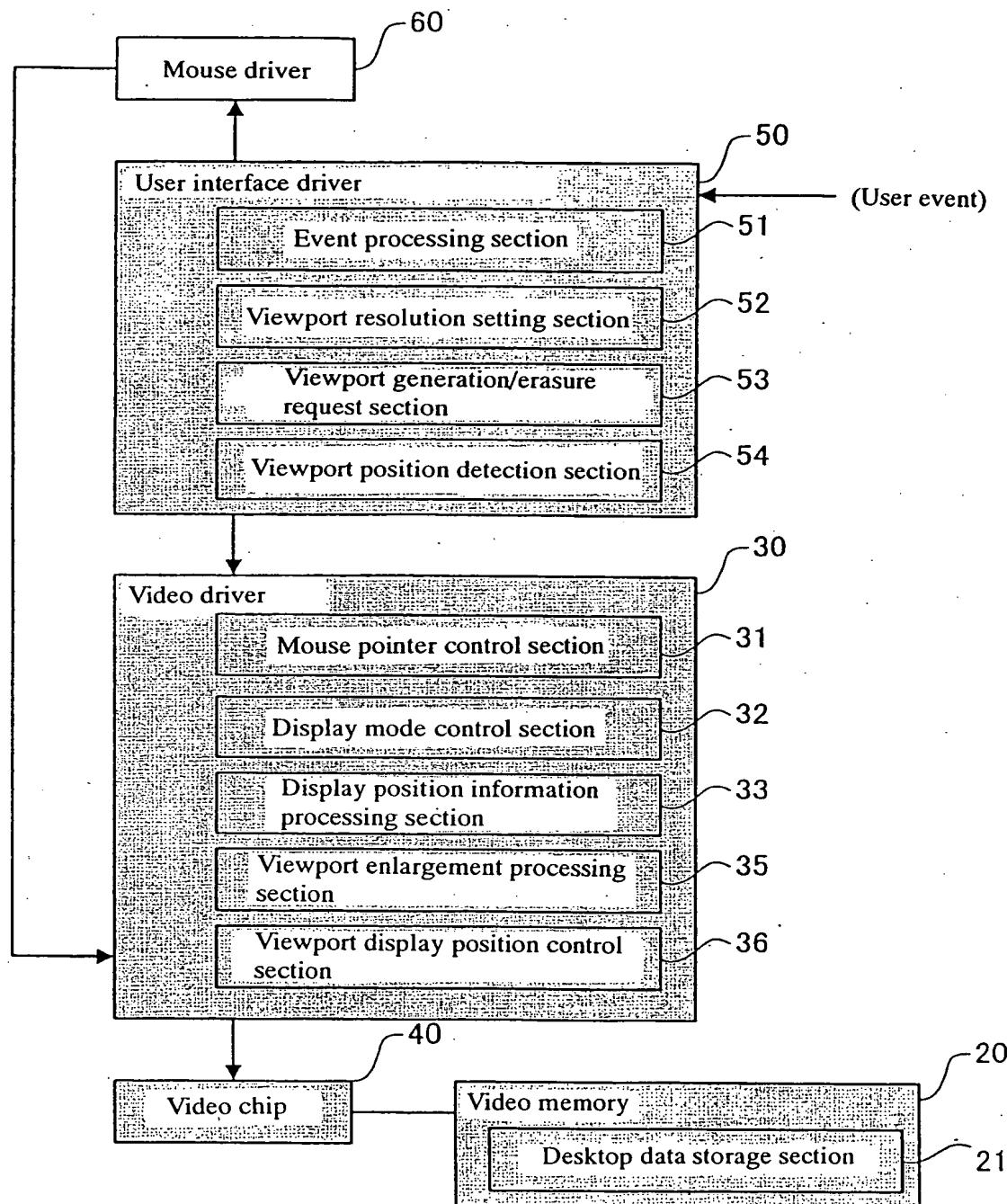
[Figure 3]

(3/11)



[Figure 4]

(4/11)



[Figure 5]

(5/11)

Viewport size Panel resolution of display unit 12	SXGA 1280 × 1024	XGA 1024 × 768	SVGA 800 × 600	VGA 640 × 480
UXGA 1600 × 1200	1.46	2.44	4	6.25
SXGA+ 1400 × 1050	1.12	1.87	3.06	4.79
SXGA 1280 × 1024	-	1.67	2.73	4.27
XGA 1024 × 768	-	-	1.64	2.56
SVGA 800 × 600	-	-	-	1.56

[Figure 6]

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Original image displayed on
desktop at UXGA (1600 × 1200)
display resolution

[Enlargement Example]

Enlarged display when viewport
is set to SXGA
(1280 × 1024; 1.25x × 1.18x)

[Enlargement Example]

Enlarged display when
viewport is set to XGA
(1024 × 768; 1.66x × 1.56x)

[Enlargement Example]

Enlarged display when
viewport is set to SVGA
(800 × 600; 2x × 2x)

[Enlargement Example]

Enlarged display when
viewport is set to VGA
(640 × 480; 2.5x × 2.5x)

[Enlargement Example]

[Figure 7]

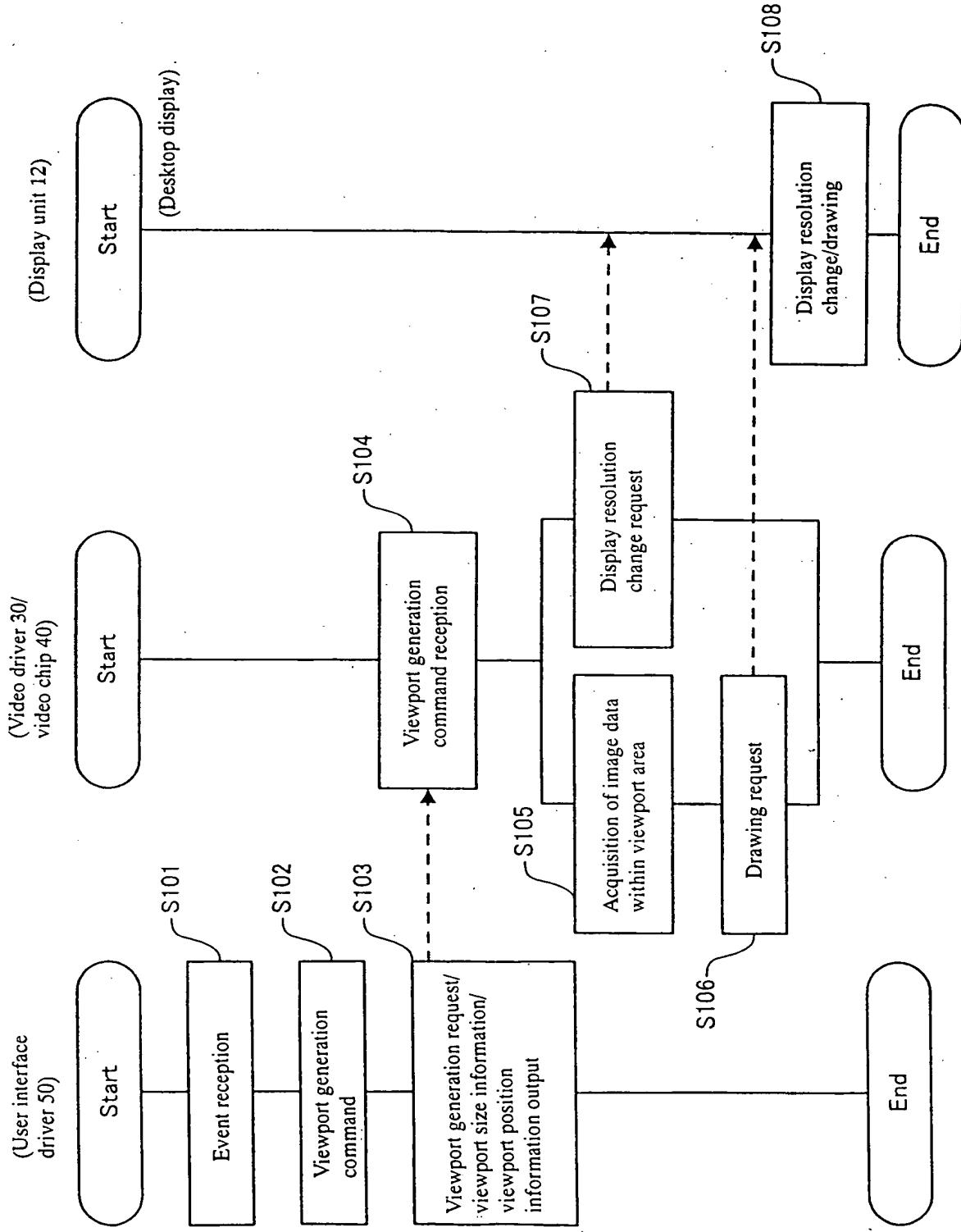
(7/11)

```
if ((c(h)-H/2eh+1) < 1) then set horizontal viewport position to (1 , H/eh)
else if ((c(h)+H/2eh) > H) then set horizontal viewport position to (H-H/eh+1 , H)
else set horizontal viewport position to ( c(h)-H/2eh+1 , c(h)+H/2eh)

if ((c(v)-V/2ev+1) < 1) then set vertical viewport position to (1 , V/2v)
else if ((c(v)+V/2ev) > V) then set vertical viewport position to (V-V/2v+1 , V)
else set vertical viewport position to ( c(v)-V/2ev+1 , c(v)+V/2ev)
```

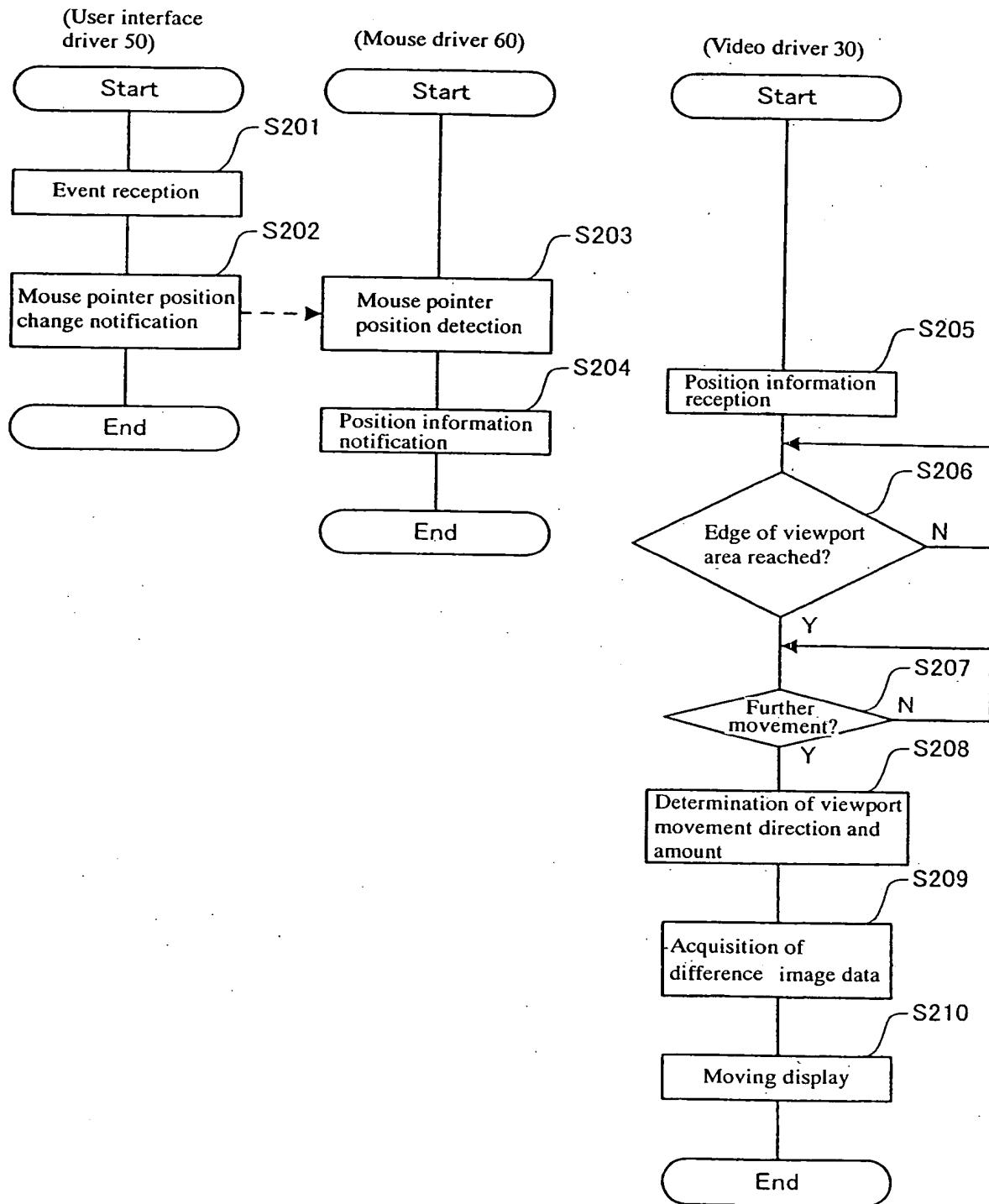
[Figure 8]

(8/11)



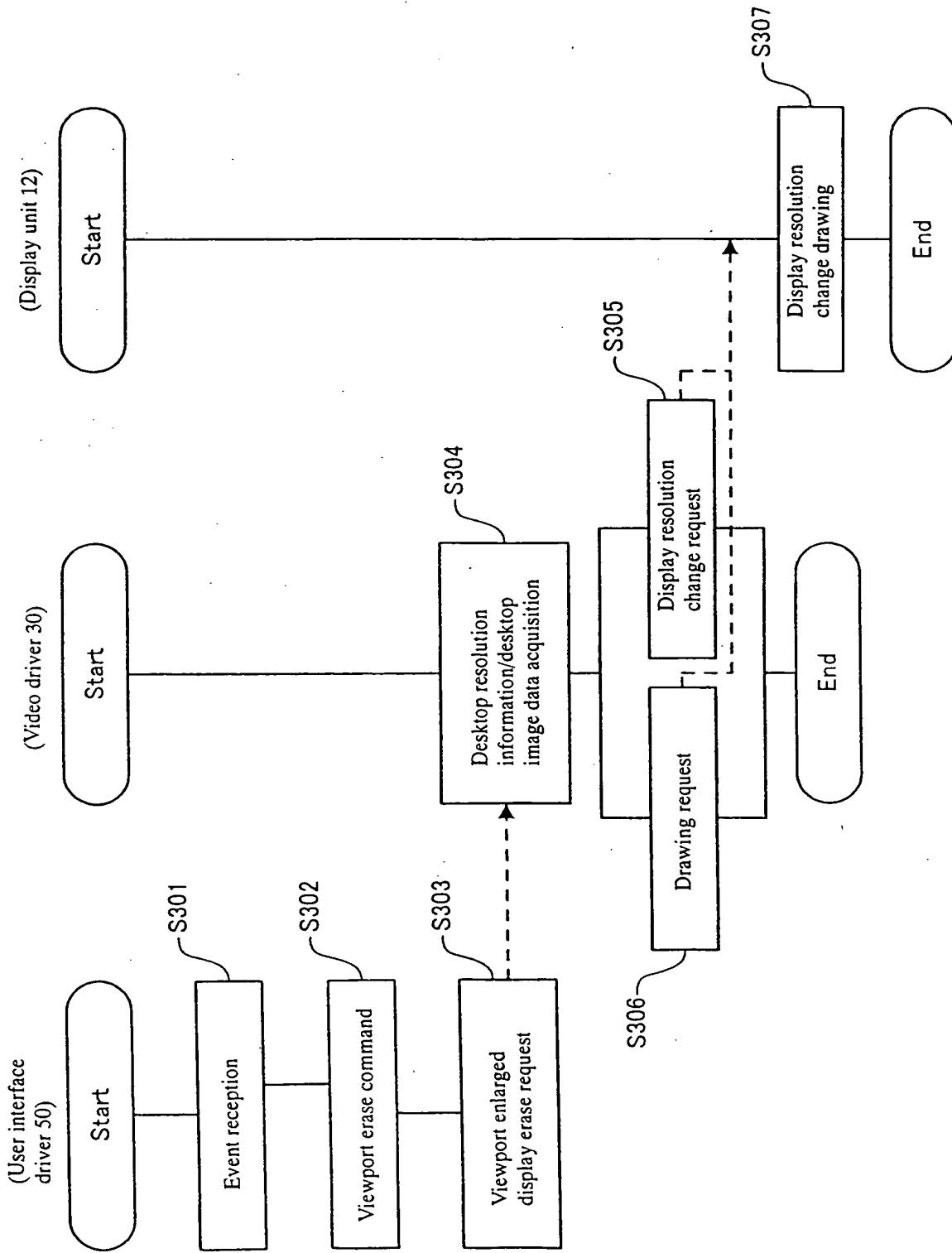
[Figure 9]

(9/11)



[Figure 10]

(10/11)



[Figure 11]

(11/11)

